



ASHIRA

Guardians of Domesticated Desert Groves

Habitat: Desert; **Treasure:** Any

Ashira are tree spirits who reside in trees which grow in the desert. For this reason they are often referred to as dryads of the desert, however, they behave in ways much different from their woodland cousins. They live primarily in domesticated groves of date, coconut palm, orange, lemon, plum, fig, pomegranate, and banana trees.

An ashira consumes sunlight during the day, and processes that energy at night. This nightly processing of energy gives off a faint glow that can be seen from miles away when there are no other sources of light. This has led to many tall tales about the groves inhabited by these fey creatures. Many locals who are unfamiliar with the ashira believe these places are haunted and the faint lights seen from the distance is created by unruly spirits.

ASHIRA

Ashira, unlike dryads, are not beholden to a single tree. Instead, they are tied inexorably to the entire orchard of trees which they call home. Often these trees are tended to by other creatures who the ashira regale with song and dance as they take care of the trees in which they live. Ashira are incredibly friendly and enjoy the company of other ashira as well as any other creatures with whom they can converse and laugh. When the orchard is threatened, any ashira who live there act in unison to dismiss the threat, always preferring to knock an opposing creature unconscious and release them far from the grove over killing them. They are able to move freely through their home with incredible speed thanks to the magic that binds them with the grove as a community. This communal nature goes beyond a mere preference for an ashira. If forced to live alone for some reason, they will become despondent and moody, seeking out connection with any creatures they can and trying to convince them to stay in their grove.

ASHIRA BLOOD QUENCH

Some tales tell of a crueler ashiran past, one where regular sacrifices were made to the fey creatures in exchange for fruit and other blessings. These stories talk of blood rites performed in order to feed the victim's life essence to the trees in the ashiran orchards. Whether these stories are true or not is unknown, though they do persist with unsettling regularity, and there are some ashira who have taken to extracting water from their victims rather than relying on other creatures to bring it to them.

ASHIRAN GROVES

1d6	The Ashira Lives In...
1	A desert oasis that locals believe is cursed by foul spirits. The oasis is actually cursed, but the presence of the ashira keeps the curse at bay. There is a 50% chance the ashira are aware of the curse.
2	A small grove of perfectly manicured date palms. The grove is the property of a solitary djinn who enjoys the company of fey spirits.
3	A derelict palace garden where it awaits the return of a monarch who once ruled the lands in an age long gone.
4	A royal menagerie which houses a monarch's collection of exotic creatures, all of which live within an orchard of banana trees. The ashira has taken to collecting monkeys.
5	A tiny grove of lemon trees near the border of two feuding factions. The ashira has nursed many warriors from both

	sides of the conflict back to health, and some of them have chosen to stay in the grove.
6	An orchard of impossibly large pomegranate trees. The orchard is occupied by glassy-eyed people who organize a blood sacrifice to the ashira every fortnight.

Ashira

Medium Fey, Chaotic Good

AC 16

Initiative +4 (14)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 10	+0	+0	DEX 18	+4	+4	CON 12	+1	+1
INT 12	+1	+1	WIS 16	+3	+3	CHA 18	+4	+6

Skills Perception +5, Persuasion +6, Stealth +4

Resistances Radiant

Senses Darkvision 60 ft., Passive Perception 15

Languages Primordial, Sylvan

Challenge 2 (XP 450; PB +2)

Traits

Magic Resistance. The ashira has Advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The ashira can communicate with Beasts and Plants as if they shared a language.

Actions

Multiattack. The creature makes two Thorny Claw attacks or an attack with its Sticky Sap, and it can use Spellcasting to cast Charm Monster.

Thorny Claws. *Melee Attack Roll:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage.

Sticky Sap. *Ranged Attack Roll:* +6 to hit, range 60 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage and the target is Restrained (escape DC 14).

Spellcasting. The ashira casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *Animal Friendship*, *Charm Monster* (lasts 24 hours; ends early if the ashira casts the spell again), *Druidcraft*

3/day each: *Cure Wounds*

1/day each: *Entangle*, *Pass Without Trace*

Bonus Actions

Tree Stride. If within 5 feet of a Large or bigger tree, the ashira teleports to an unoccupied space within 5 feet of a second Large or bigger tree that is within 120 feet of the previous tree.

Ashira Blood Quench

Medium Fey, Chaotic Evil

AC 16

Initiative +4 (14)

Hit Points 110 (13d8 + 52)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 14	+2	+2	DEX 18	+4	+4	CON 18	+4	+4
INT 12	+1	+1	WIS 16	+3	+3	CHA 18	+4	+7

Skills Perception +5, Persuasion +6, Stealth +4

Resistances Radiant

Senses Darkvision 60 ft., Passive Perception 15

Languages Primordial, Sylvan

Challenge 6 (XP 2,300; PB +3)

Traits

Magic Resistance. The ashira has Advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The ashira can communicate with Beasts and Plants as if they shared a language.

Actions

Multiattack. The creature makes two Siphoning Claw attacks or an attack with its Sticky Sap, and it can use Spellcasting to cast Charm Monster

Siphoning Claw. *Melee Attack Roll:* +7 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage and 7 (2d6) Necrotic damage. The ashira restores a number of Hit Points equal to half the Necrotic damage dealt.

Sticky Sap. *Ranged Attack Roll:* +7 to hit, range 60 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage and the target is Restrained (escape DC 15).

Quench Thirst (1/Day). *Constitution Saving Throw:* DC 15, each creature of the ashira's choice within 60 feet that isn't a Construct or Undead. Plants and water Elementals have Disadvantage. *Failure:* 54 (12d8) Necrotic damage. *Success:* Half damage. *Failure or Success:* A creature reduced to 0 Hit Points dies instantly and their body becomes a desiccated husk. For each creature killed, the ashira can immediately cast the *Awaken* spell on a non-magical tree it can see within 120 feet.

Spellcasting. The ashira casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *Animal Friendship, Charm Monster (lasts 24 hours; ends early if the ashira casts the spell again), Druidcraft*

3/day each: *Cure Wounds, Entangle*

1/day each: *Blight, Pass Without Trace*

Bonus Actions

Tree Stride. If within 5 feet of a Large or bigger tree, the ashira teleports to an unoccupied space within 5 feet of a second Large or bigger tree that is within 120 feet of the previous tree.

Created by: **JOSIAH “[DUNGEON DAD](#)” AMBROSE**

Art by: **[DAKOTA CURRY](#)**

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